Project Name	InfotAiMOS
Online team meeting	https://fau.zoom.us/j/67792730528
Production system (if any)	tba
Test system (if any)	tba
GitHub repository	https://github.com/amosproj/amos2022ws02-automotive-test-app/
GitHub feature board	https://github.com/orgs/amosproj/projects/5
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/6
Team T-shirt (black, male)	https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/eca1c484-76e3-403a-8df9-b080a79b659f
Team T-shirt (black, female)	https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/fb698f2d-07cd-4e63-9301-62e7e0d35a1b
Additional materials	

Last Name	First Name	GitHub User Name	Email Address
Rehm	Ronja	ronjarehm	ronja.rehm@fau.de
Schreiner	Stefanie	stefanieschreiner	stefanie.schreiner@fau.de
Wüllner	Corinna	i315315	corinna.wuellner@fau.de
Güder	Emre	EmreR7	emre.gueder@fau.de
Hausding	Anders	andy3189	a.hausding@campus.tu-berlin.de
Lang	Daniel	Da-Lang-CS	daniel.l.lang@fau.de
Müller	Hanna	hanna-212	hanna.mueller@fau.de
Schmid	Tobias	tobischmd	tobias.schmid@fau.de
Sulzbach	Lara	LaraSlzb	lara.sulzbach@fau.de
Tuncay	Berkan Ender	BETuncay	berkan.tuncay@fau.de

#	Meeting Day	Product Owner	Software Developer	Release Manager	Scrum Master	Comment
1	2022-10-19	Corinna Wüllner, Stefanie Schreiner	Everyone else	N/A	Ronja Rehm	
2	2022-10-26	Corinna Wüllner, Stefanie Schreiner	Everyone else	Anders	Ronja Rehm	
3	2022-11-02	Corinna Wüllner, Stefanie Schreiner	Everyone else	Berkan	Ronja Rehm	
4	2022-11-09	Corinna Wüllner, Stefanie Schreiner	Everyone else	Daniel	Ronja Rehm	
5	2022-11-16	Corinna Wüllner, Stefanie Schreiner	Everyone else	Emre	Ronja Rehm	
6	2022-11-23	Corinna Wüllner, Stefanie Schreiner	Everyone else	Hanna	Ronja Rehm	
7	2022-11-30	Corinna Wüllner, Stefanie Schreiner	Everyone else	Lara	Ronja Rehm	Mid-term due
8	2022-12-07	Corinna Wüllner, Stefanie Schreiner	Everyone else	Tobias	Ronja Rehm	
9	2022-12-14	Corinna Wüllner, Stefanie Schreiner	Everyone else	Anders	Ronja Rehm	
10	2023-01-11	Corinna Wüllner, Stefanie Schreiner	Everyone else	Berkan	Ronja Rehm	
11	2023-01-18	Corinna Wüllner, Stefanie Schreiner	Everyone else	Daniel	Ronja Rehm	
12	2023-01-25	Corinna Wüllner, Stefanie Schreiner	Everyone else	Emre	Ronja Rehm	
13	2023-02-01	Corinna Wüllner, Stefanie Schreiner	Everyone else	Hanna	Ronja Rehm	
14	2023-02-08	Corinna Wüllner, Stefanie Schreiner	Everyone else	Lara	Ronja Rehm	Demo day!
15	2023-02-15	Corinna Wüllner, Stefanie Schreiner	Everyone else	Tobias	Ronja Rehm	Retrospective

Goals	Have a working and visually pleasing app; good team work; good grades; continuous work throughout the semester
Meeting norms	Be punctual; active contribution; respectful environment
Working norms	Do the work you're assigned to do, in the agreed time frame; in case of questions/struggles ask for help; set realistic goals; work together as a team; make decisions within the team; don't get lost in the details
Coordination norms	If you cannot attend a meeting, please inform the team asap and give information on work in text-form
Communication norms	Open/honest/constructive communication; decisions should be made in consensus; if questions arise, take time to answer themm properly; feedback is allowed and wanted
Consideration norms	In case of issues: have open communication about it, resolve issues in a respectful way; for assistance contact Scrum Master
Cont. improvement norms	Learn from mistakes; give positive/negative feedback to team mates; exchange knowledge
Rewards	Give compliments for a job well done; have a virtual beer together
Sanctions	If at least 5mins too late to a meeting: sing a christmas carol

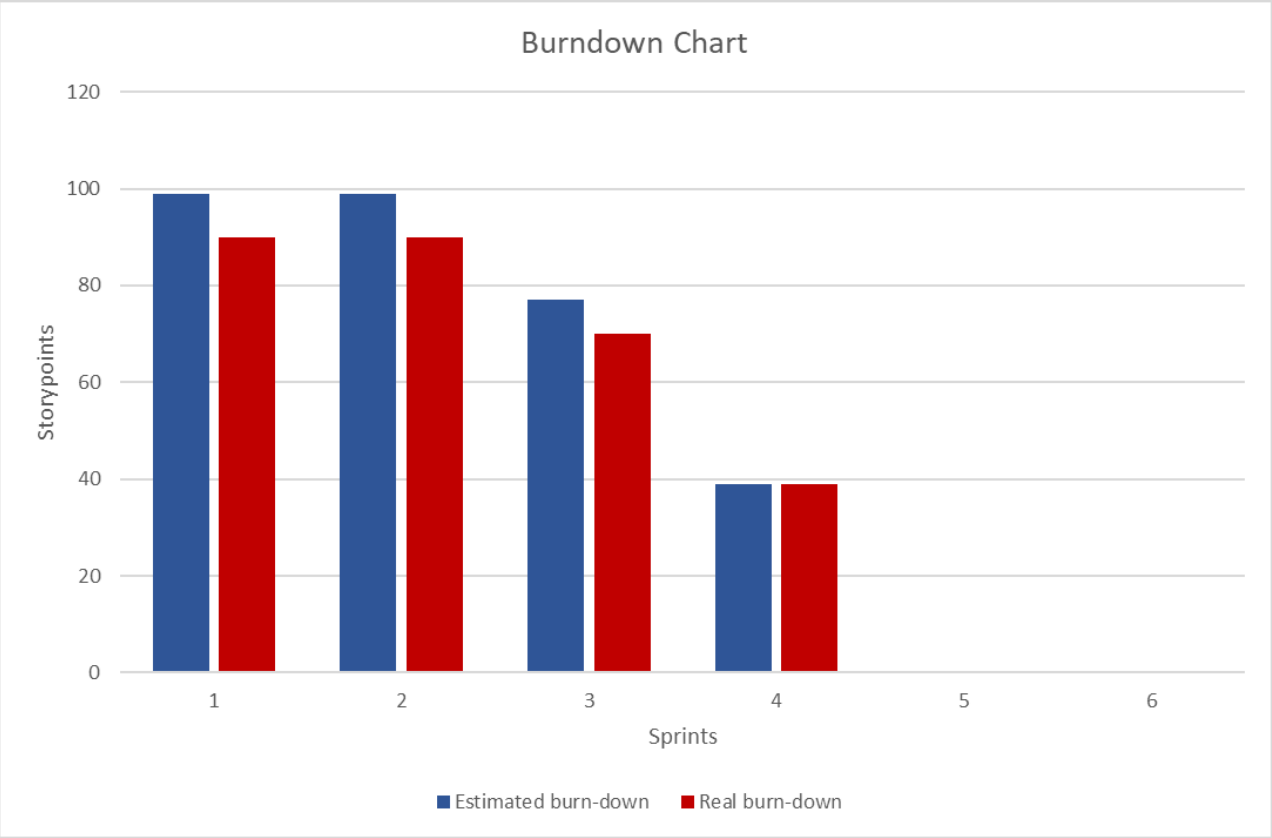| Product Vision	Project Mission
The importance of infotainment systems in cars is increasing and users expect more and more connectivity in the car (Handelsblatt, 2005). At the same time, different car manufacturers use different infotainment systems, each customized to the specific needs of the respective manufacturers. With InfotAiMOS, our goal is to create an OpenSource Android Automotive test app, which can be used by various software developers of infotainment systems to help them with the development of other apps and thus, make their work easier.	The mission of this project is to develop a functioning Android Automotive test app, that can help to test and simulate different use cases of infotainment systems immediately or with a time delay. It particularly focuses on the simulation of these use cases in the context of navigation, steering wheel knobs, media play, power management and vehicle properties. This app should therefore, provide the developers with a test system in which apps can be tested in a safe environment.

Term	Definition

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release							
	Total			99	99	90	
Sprints							
					Estimated burn-down		Real burn-dow
1			Initial organizational tasks	0	99	0	90
2			Familarization with project	0	99	0	90
3			Implementation of Navigation Context Area	22	77	20	70
4			Development of Navigation & Steering Wheel Area	38	39	31	39
5			Development of additional Areas	39	0	39	0
6			Implement Vehicle Properties Use Cases	tbd	tbd	tbd	tbd
Features							
1		**Initial organizational tasks**					
			Set up development environment and team structures				
			#30 Set up development branch in Github				
			#31 Set up SD kickoff-meeting				
2		**Familarization with project**					
			Familiarize with programming environment				
			#9 Familiarize with Android Automotive				
			#10 Familiarize with test driven development				
			#11 Familiarize with Android development				
			#12 Familiarize with Kotlin				
			#27 Fill Bill of Materials				
			#28 Come up with Software Architecture				
			#29 Create an App				

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
3			**Implementation of Navigation Context Area**				
			Create area for navigation use cases				
			#15 Design GUI for starting page	3		3	
			#18 Implement GUI for use cases in navigation context area	3		3	
			#5 Design GUI for use cases in navigation context area	3		3	
			#16 Implement functionality to enter navigation use case area	3		2	
			#8 Simulate starting a navigation	5		5	
			#14 Simulate ending a navigation	3		2	
			#17 Implement back button to previous page	2		2	
4			**Development of Navigation and Steering Wheel Area**				
			Further development of navigation area and implementation of steering wheel area				
			#61 Add an icon for the application	2		2	
			#42 Design GUI for media play area	2		3	
			#41 Implement functionality of clicking on activeNavigation Button	3		2	
			#39 Design GUI for showing name and descriptions of steering wheel buttons	3		2	
			#38 Implement click dummy to implement button functionality	2		2	
			#37 Design GUI for steering wheel	5		5	
			#35 Implement functionality of pressing a steering wheel button: voicecontrol	5		2	

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
			#34 Implement functionality of pressing a steering wheel button: play/pause	5		2	
			#33 Implement functionality of pressing a steering wheel button: skipForward	3		2	
			#20 Implement functionality to enter steering wheel use case area	2		2	
			#19 Design GUI for steering wheel area on starting page	3		2	
			#13 Show that navigation is currently active	3		5	
5		**Development of additional areas**					
			Further development of steering wheel, vehicle properties and power management area				
			#58 Create the Build Process Video	3		tbd.	
			#55 Implement tests for the starting page	3		tbd.	
			#57 Implement tests for the navigation area	3		tbd.	
			#56 Implement tests for the steering wheel know area	3		tbd.	
			#21 Implement GUI for steering wheel in Android Studio	5		tbd.	
			#40 Implement functionality to show name and description when clicking on a button	3		tbd.	
			#66 Implement toggle button to switch between functionality and description wheel	3		tbd.	
			#25 Design GUI for vehicle properties area on starting page	5		tbd.	
			#7 Implement GUI for use cases in the vehicle properties context area	2		tbd.	

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
			#26 Implement functionality to enter vehicle properties use case area	2		tbd.	
			#22 Design GUI for power management area on starting page	2		tbd.	
			#24 Implement GUI for use cases in the power management context area	3		tbd.	
			#23 Implement functionality to enter power management use case area	2		tbd.	
6			**Implementation of Vehicle Properties Use Cases & Refactoring**				
			Develop an Area to test Vehicle Properties				
			#72 Implement functionality of pressing a steering wheel button: SeekForward	tbd.		tbd.	
			#52 Implement functionality to switch off the display	tbd.		tbd.	
			#53 Implement functionality to mute the system	tbd.		tbd.	
			#54 Implement functionality to set the system in stand-by mode	tbd.		tbd.	
			#51 Implement functionality to switch between day and night mode	tbd.		tbd.	
			#43 Implement functionality to enter media play use case area	tbd.		tbd.	
			#79 Adjust Design of GUI for the starting page	tbd.		tbd.	
			#82 Adjust Design of GUI of the navigation area	tbd.		tbd.	
			#81 Adjust Design of GUI for steering wheel knob area	tbd.		tbd.	
			#80 Adjust Design of GUI for media play area	tbd.		tbd.	

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining

Burndown Chart

(Chart: Storypoints vs Sprints)

Legend: ■ Estimated burn-down ■ Real burn-down

Sprint	Theme	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release							
	Total			0	0		
Sprints							
1				0	0	0	0
2				0	0	0	0
3				0	0	0	0
...					0		0
Features							
1							
2							
3							

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done
	- Code compiles and builds	- DoD of each feature in the sprint release is met	- Everything from the Sprint release is fullfilled
	- Acceptance criteria are met	- No known severe bugs open	- All implemented features must be fully working
	- Feature tests have been written and were passed at/above 75% test coverage	- Feature test coverage at/above 80%	- Documentation is available
	- Code is peer-reviewed	- Feature is merged into the main branch	- APK is available
	- Feature is merged into development branch	- Implemented Issues are closed	
	- Documentation is updated	- Feature board is updated	
	- Bill of Materials is updated	- Sprint Release Candidate is properly tagged	

Type	Link / reference

#	Context	Name	Version	License	Comment
1	junit	junit	4.13.2	Eclipse Public License 1.0	https://github.com/junit-team/junit4
2	androidx.core	core-ktx	1.9.0	Apache 2.0	https://github.com/androidx/androidx
3	androidx.appcompat	appcompat	1.5.1	Apache 2.0	
4	androidx.test.ext	junit	1.1.3	Apache 2.0	
5	androidx.test.espresso	espresso-core	3.4.0	Apache 2.0	
6	androidx.activity	activity-ktx	1.6.1	Apache 2.0	
7	androidx.constraintlayout	constraintlayout	2.1.4	Apache 2.0	
8	androidx.media	media	1.6.0	Apache 2.0	
9	androidx.fragment	fragment-ktx	1.5.4	Apache 2.0	
10	com.google.android.material	material	1.7.0	Apache 2.0	https://github.com/material-components/material-c
11	JLLeitschuh	ktlint-gradle	11.0.0	MIT license	https://github.com/JLLeitschuh/ktlint-gradle
12	androidx.lifecycle	lifecycle-*	2.5.1	Apache 2.0	https://github.com/androidx/androidx
13	androidx.navigation	navigation	2.5.3	Apache 2.0	

Last Name	First Name	Value					
Rehm	Ronja			#DIV/0!	#DIV/0!		
Schreiner	Stefanie						
Wüllner	Corinna						
Güder	Emre						
Hausding	Anders			0	No size		
Lang	Daniel			1	Trivial size		
Müller	Hanna			2	Small size		
Schmid	Tobias			3	Medium size		
Sulzbach	Lara			5	Large size		
Tuncay	Berkan Ender			8	Very large size		
				13	Too large (size)		